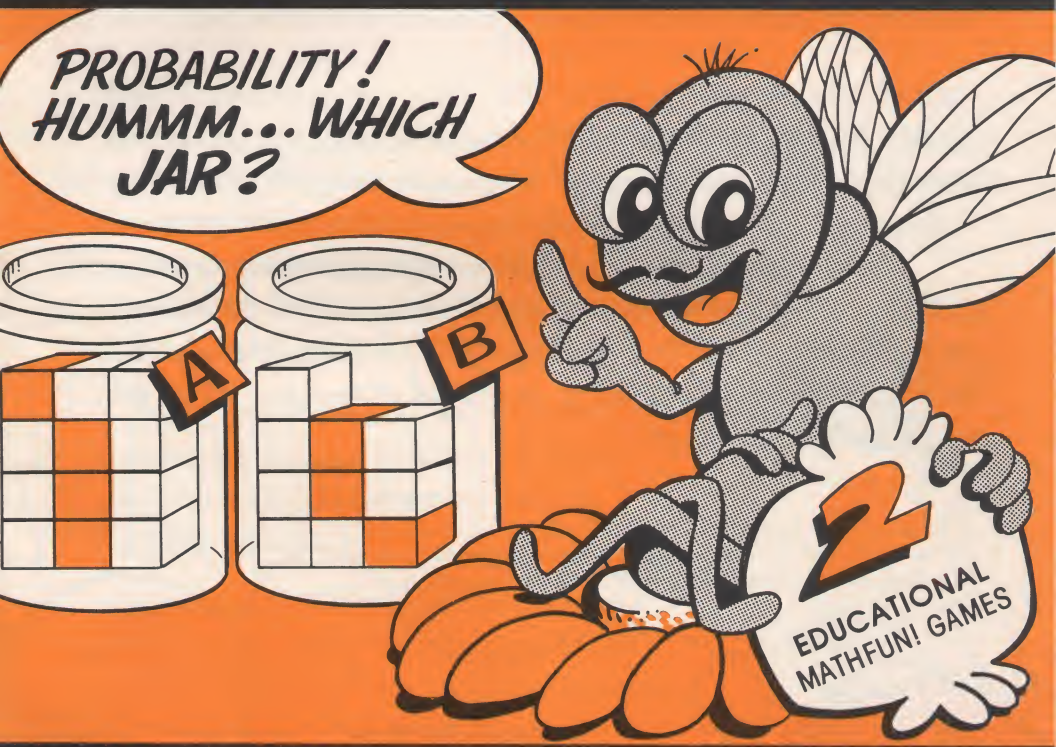
EduFun!™

THE JAR GAME™ & CHAOS™



EduFun!
A Division of Milliken Publishing Company

USER'S GUIDE

INTRODUCTION

EduFun!™ . . .programs offering a unique combination of computer-generated learning and fun from a company with years of experience in educational publishing. Children (of all ages) explore and reinforce basic concepts through Milliken's MathFun!™ games which both teach and entertain.

Our primary objective is simple — make learning fun. EduFun! programs do just that!

THIS GUIDE CONTAINS . . .

simple directions for the MathFun! games, suggestions for the reusable cards, and ideas for follow-up activities for families. The suggestions extend the skills reinforced in the MathFun! games.

Whenever parents and children share the games, follow-up activities are a natural extension. Encourage your children to put these MathFun! skills to everyday use. Computer games can provide learning experiences. MathFun! games do. MathFun! games make learning fun!

MathFun! games developed by Dr. William H. Kraus.
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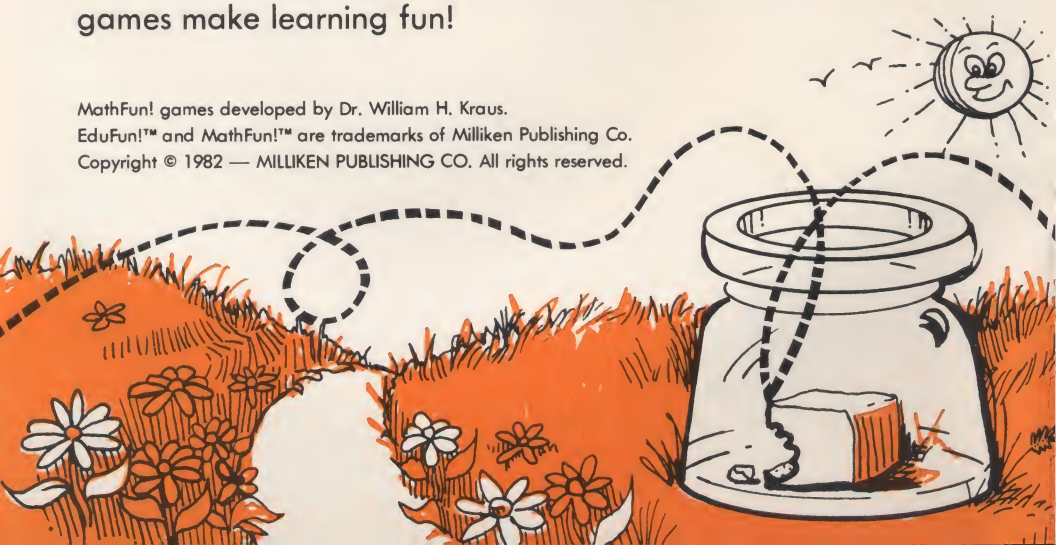


WHAT YOU'LL NEED . . .

For the cassette:

1 Atari® Computer (16K RAM)
1 Atari® Program Recorder
1 Atari® Basic Cartridge

For the diskette:

1 Atari® Computer (32K RAM)
1 Atari® Disk Drive
1 Atari® Basic Cartridge

1 MathFun! Game, of course!
1 or more children of ANY age!

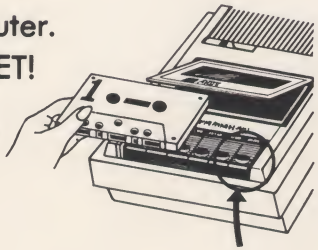
Atari® is a trademark of Atari Inc.

HOW TO GET STARTED . . . HOW TO STOP . . .

Your Atari computer comes with explicit instructions for setting up equipment. Follow the instructions carefully. Failure to heed manufacturer's instructions and warnings may result in damage to your computer.

When using the cassette . . .

insert Basic Language Cartridge in computer. DO NOT TURN ON YOUR COMPUTER, YET!



Choose the game you wish to play. With game choice in UP position on label, place cassette in program recorder. Rewind tape.

Hold down START button on computer and turn computer on. Release START button. Press PLAY on program recorder.

Press RETURN key on computer. Computer will load and run program. (Be patient . . . it will take time.)

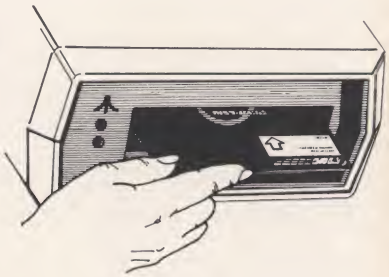
You're ready for MathFun! Follow computer directions.

When you're finished . . .

READY will appear on the screen, and you may turn off the computer and TV or monitor.

When using the diskette . . .

insert Basic Language Cartridge in left slot of computer. Turn on disk drive.



When BUSY LIGHT goes off, insert diskette, label side up, notch on left, until you hear click. Close disk drive door. Turn on computer.

You're ready for MathFun! Follow computer directions.

When you're finished . . .

turn disk drive off. Turn computer off. Turn monitor off.

RECORD-KEEPING . . . For parents only!

MathFun! diskettes only include a record-keeping system called the Manager. This capability allows parents to review a youngster's progress, scores, number of games played, time spent playing a game, etc. As kids play the games, their scores are automatically recorded in the Manager.

To access the Manager, when the Menu page is displayed on the screen, press **0** (zero).

If games are heavily used, it is a good idea to review the Manager at least every two to three weeks. Reviewing the Manager condenses the user's files, and allows for additional records.

DIRECTIONS FOR THE JAR GAME

- Probability
- Problem Solving

GO FOR THE GOLD ... BUT THERE'S A FLY IN THE JAR!

The GOLD candy is yours, and the GREEN is the computer's. Choose the jar where the fly will PROBABLY land more often on the gold. Pick the right jar and receive 2 BONUS points!

When you press RETURN, the buzzing fly will land. A GOLD landing earns you 1 point; a GREEN landing earns the computer 1 point.

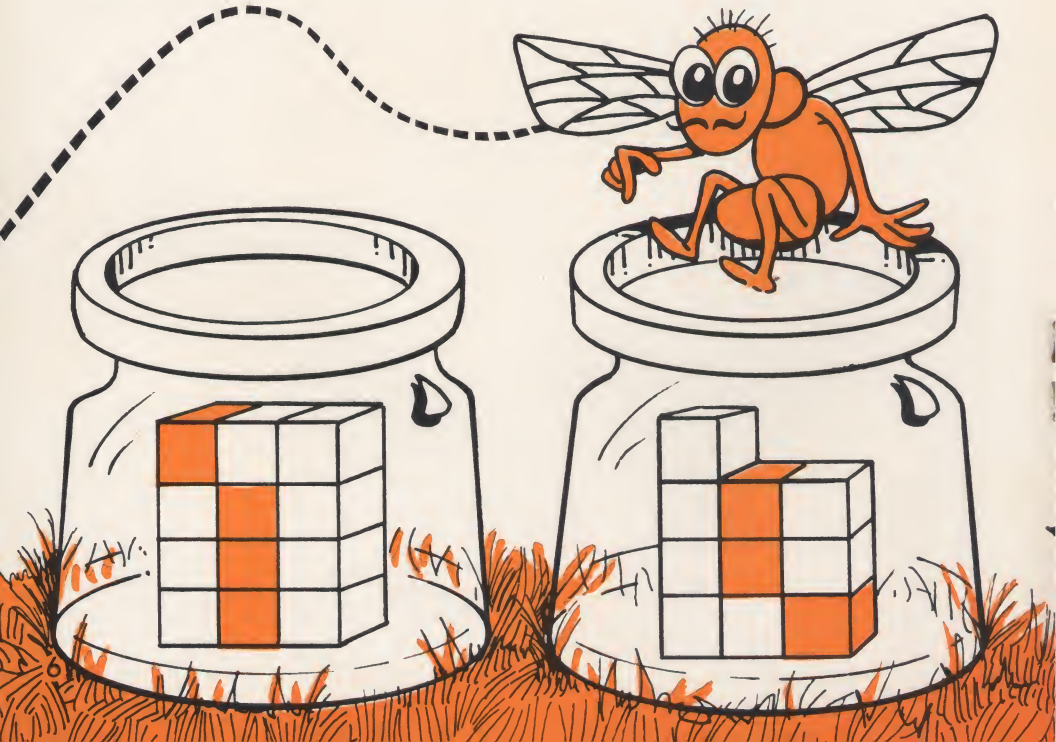
A round ends after 10 landings have been made. Press **M** and 2 new jars will appear. 50 points wins the game ... for either YOU or the computer!

REUSABLE JAR CARD

The Jar Card has a variety of uses:

1. Use as a practice card when your child is first learning how to play The Jar Game.
2. Use as a means of teaching fractions. This skill can also be reinforced when your child is actually playing The Jar Game on the computer.
3. Take the card along on a trip and either give your child two fractions to depict, or fill in the jars and ask what fractions have been shown.

(Use a wax crayon or a water soluble marker. Wipe clean with a tissue.)



JARRING YOUR MEMORY

Toss a coin a number of times with your children. Ask them what the probability for heads or tails will be. After the coin has been tossed, discuss the results with them. Are the results equal, or close to the initial guess, or did random chance dictate a more lopsided result?

Discuss favorite baseball players' batting averages with your children. What does that percentage number mean? The next time they come to bat, what is the probability that they will hit the ball? If they come to bat three or four times in a game, how many hits should they get?

Roll dice with your children. For a single die, what is the probability of any one of the six sides turning up? Does the probability increase if two or more sides are picked to turn up on any given roll? Roll two dice. What does this do to the chances of getting one of the six numbers? What is the probability of rolling two dice and getting the same number on both?

CHAOS DIRECTIONS

- Directionality
- Shape and Color Recognition

Welcome to CHAOS!

Your spaceship must capture alien satellites that match the shape and/or color of the satellite in the center square. Each successful capture earns one point.

You will be told whether the satellite you capture must be

THE SAME COLOR,

THE SAME SHAPE,

or the same COLOR AND SHAPE as the satellite in the square.

You move your spaceship by using the four keys marked with arrows.

Hitting an incorrect satellite ends the game.

If your spaceship cannot get to some of the satellites, or if there are not enough matching satellites on the screen, you can shuffle them by pressing the SPACE BAR.

The center satellite and directions for matching will change every 50 seconds. You have 250 seconds to capture as many satellites as possible!

GOOD LUCK!

REUSABLE CHAOS SCORECARD

Get a family contest going! Keep track of the Master Pilots. Post the top current scores. Keep the card where all family members can check scores. Friendly rivalries can improve skills!

Record player's initials and top scores on the appropriate lines in the spaceship. Watch your children bump you out of the high score range.

(Use a wax crayon or a water soluble marker. Wipe clean with a tissue.)

CREATIVE CHAOS

Choose a common shape, such as a circle or square. Have children think of as many things as possible that are that shape.

Select a color. Have children think of as many things as possible that are commonly that color. Give them a time limit to list as many as possible.

Have children make 4 squares or circles on sheets of paper. Then, tell them to be creative and use them to form different objects.

Each family member will draw any series of squiggles or lines on a sheet of paper. Trade pages and try to draw a familiar figure from the squiggles! Try to make them difficult to use so that the drawings are creative!

Have children list as many things as they can think of that could be used to draw a circle. Set a time limit — see who can think of the most!

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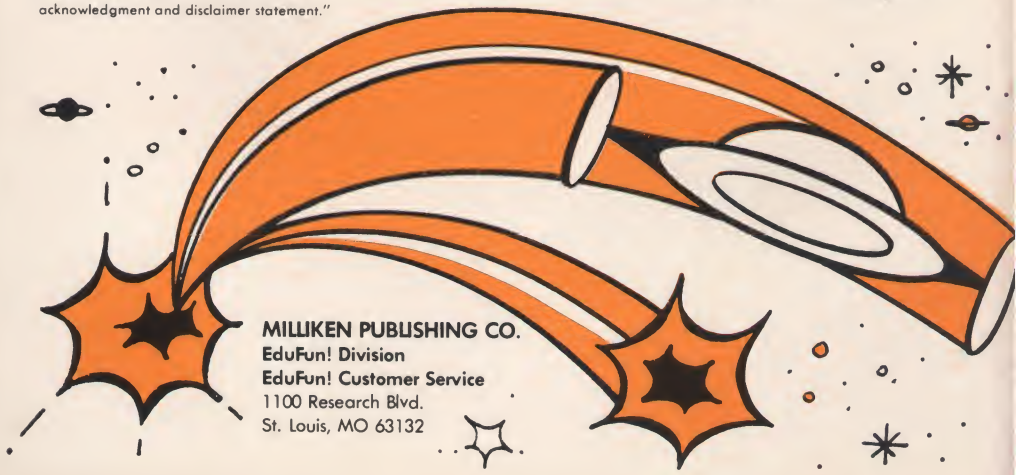

MILLIKEN PUBLISHING CO.
EduFun! Division
EduFun! Customer Service
1100 Research Blvd.
St. Louis, MO 63132